BUCKROGERS

PLANET OF ZOOM

OFFICIAL ARCADE VERSION

SEGA®

VIDEO GAME CARTRIDGE

It's the 25th century. You are Buck Rogers fighting the battle of Planet Zoom. This is a race against death. Your ultimate and most powerful enemy is the deadly MOTHER SHIP!

There are 16 levels of increasing difficulty—each with four rounds of challenging space combat. Before you meet the MOTHER SHIP your pilot skills and nerve are tested against deadly ELECTRON POSTS, ALIEN SAUCERS and smashing SPACE HOPPERS. This is a battle of speed, accuracy and endurance. Your time consumption is crucial to your survival. If you deplete your time you lose one of your five fighter ships. The faster you fly, the sooner you'll get to the MOTHER SHIP, allowing yourself more time to destroy it. You begin with a full time line when you destroy the MOTHER SHIP. Be aggressive but don't be reckless. This is do or die cosmic combat and it's the MOTHER SHIP or YOU!

USING YOUR CONTROLS

You begin your battle with a fleet of five fighterships that you have to navigate one at a time above the surface of Planet Zoom and into space. Use your joystick to control them. Press your fire button to start the game.

JOYSTICK CONTROL
Pushing your joystick *forward* will increase the speed of flight. Pulling the joystick *back* brings your ship to its minimum speed. Pushing your joystick to the *right* will turn your ship to the *right*.
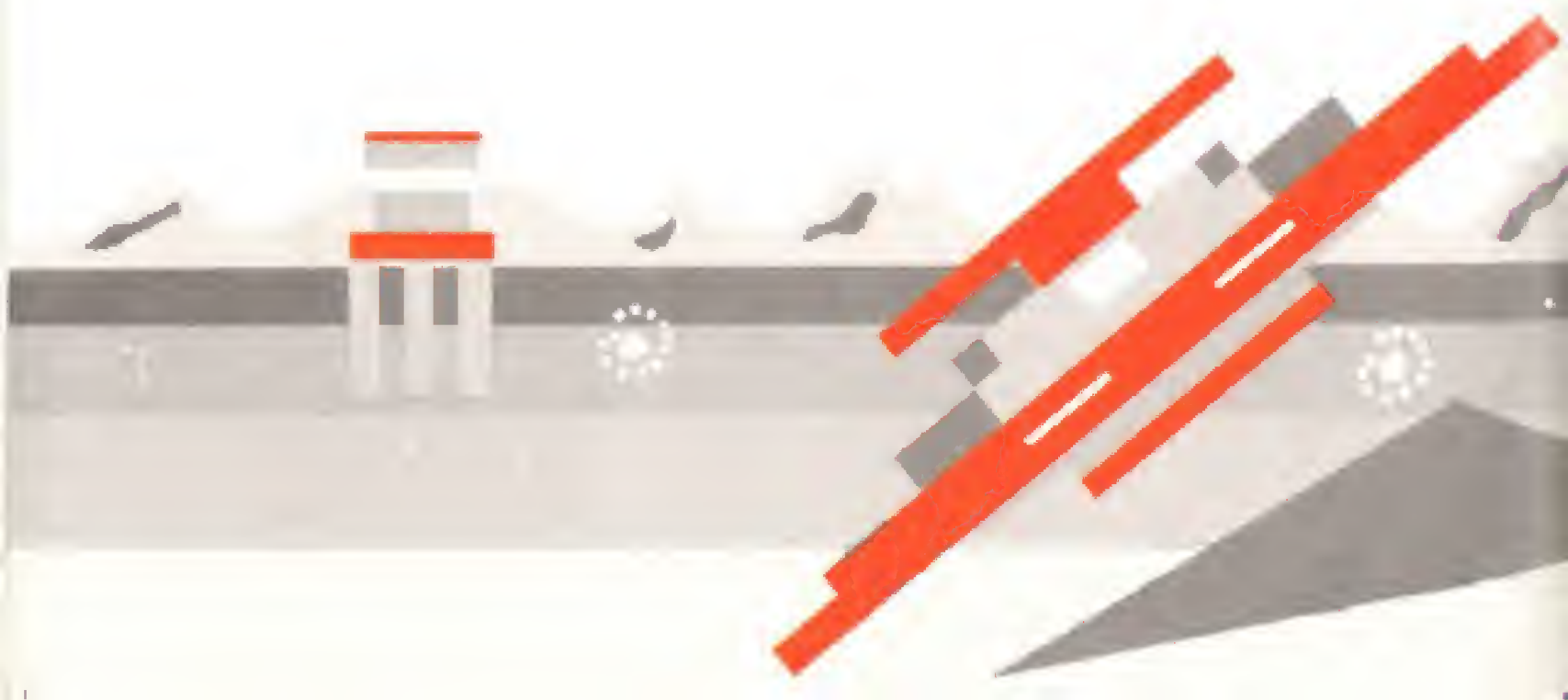
Pushing your joystick to the *left* will turn your ship to the *left*.
If the joystick is angled up or down while turning right or left, it will fly at that angle.
Keep your fire button depressed for rapid fire.

H OW TO PLAY

T he object of the game is to destroy the MOTHER SHIP before the MOTHER SHIP and its deadly ELECTRON POSTS, SAUCERS and SPACE HOPPERS destroy *YOU!*

T HE SCREEN Your screen shows the view as you skim over the surface of Planet Zoom. Beyond the horizon is outerspace and your battle with the ALIEN SAUCERS then the MOTHER SHIP.

The upper edge of your screen shows your score. To the right of your score is the number of ELECTRON POSTS you must pass through before engaging in the next round of battle. Below is your time line ticking down from right to left. As your time runs down your time line will change color to indicate the amount of time you have left.

GREEN .... More than 1/2 of your time is left
YELLOW .... Between 1/2 and 1/4 of your time is left
FLASHING RED .... Less than 1/4 of your time is left

When your time is depleted, your ship will be destroyed. If that was your last ship, the game is over. If you run out of time before reaching the next level, you return to the first round of that level minus one ship.

The surface of Planet Zoom changes color as your battle takes you to more treacherous terrain with each level.

G **AME PLAY** Now you are ready to do battle on Planet Zoom. The game is divided into five skill levels. Each level is made up of four rounds of battle. Each round you encounter a different combination of enemies and aliens. The combinations get more difficult as you advance through each round of every level:

LEVEL 1—BLUE/BLACK
ROUND 1 — 20 ELECTRON POSTS
ROUND 2 — ELECTRON POSTS
          and ALIEN SAUCERS
ROUND 3 — ELECTRON POSTS
          and SPACE HOPPERS
ROUND 4 — The MOTHER SHIP
          with ALIEN SAUCERS

Each level is made up of the same sequence of rounds. As the levels increase the number of ELECTRON POSTS you must pass through to advance to the next round of battle grows. As the number of ELECTRON POSTS increase, the aliens also increase in number and density.

Your screen will indicate the number of ELECTRON POSTS you must pass through below your difficulty level indicator.

LEVEL ONE	20 posts
LEVEL TWO	23 posts
LEVEL THREE	28 posts
LEVEL FOUR	33 posts
LEVEL FIVE	28 posts faster and closer together
LEVEL SIX	31 posts faster and closer together
LEVEL SEVEN	34 posts faster and closer together
LEVEL EIGHT	37 posts faster and closer together
LEVEL NINE	34 posts Even faster and more close together than the last four levels.

For the remaining seven levels of play the number of posts increases by three each level and every three levels decreases by three as the speed and density of the alien's attack increases.

E NEMIES AND ALIENS

Electron Posts — explode on impact. They get closer and faster with each level.

Alien Saucers — explode on impact and fly by in greater number and density as levels of difficulty increase.

Space Hoppers — explode on impact. As levels of difficulty increase. Space Hoppers will appear in greater number and density.

The Mother Ship — This is your greatest challenge. Its destruction is your greatest victory. No enemy is more cunning or powerful. The MOTHER SHIP can be destroyed only by hitting it twice.

SCORING

ALIEN SAUCER . . . . 300 points
SPACE HOPPER . . . . 300 points
ELECTRON POST . . . . 500 points
MOTHER SHIP . . . . 20.000 points

Every 50,000 points you receive an additional fightership plus a full time line.

STRATEGIC TIPS

- Fly as fast as you can without crashing. You receive added points for added speed.
- Saucers are more easy to hit as they fly past from behind.
- Enemies appear in waves in your battle with the MOTHER SHIP. Try to determine the rhythm of the waves.
- Don't be reckless — your fightership steers with super-sensitive response.
- Over-steering will cause you to collide with ELECTRON POSTS. ALIEN SAUCERS or SPACE HOPPERS

ANOTHER GREAT GAME FROM SEGA

STAR TREK
STRATEGIC OPERATIONS SIMULATOR

VIDEO GAME CARTRIDGE

Sega, the arcade winners, take you where no video game has dared to go before with STAR TREK—STRATEGIC OPERATIONS SIMULATOR. Take command at the helm of the U.S.S. Enterprise as you train for your super challenging space mission.

Destroy deadly KLINGONS and ANTI-MATTER SAUCERS as you gain the nerve and skill to be victorious against the Federation's most awesome enemy...the mine-laying NOMAD!

Now all the action and adventure of STAR TREK zooms right into your home. Control the STAR TREK—STRATEGIC OPERATIONS SIMULATOR and feel the thrill of maximum space challenges but remember only you can save the Federation!

OFFICIAL ARCADE VERSION

COMING SOON

Congo Bongo™

VIDEO GAME CARTRIDGE

You can hear the beat of jungle drums in the fun-filled cartoon adventure, CONGO BONGO. Colorful, state-of-the-art, 3-D graphics burst on the screen as your Jungle Adventurer hunts down Congo Bongo, that mischievous giant gorilla. There are plenty of thrills and challenges along the way: huge cliffs, coconuts, pesky chimps, treacherous lakes and mean, charging rhinos. CONGO BONGO—more fun than a barrel of monkeys ...or gorillas!

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